

BARAD-DUR 28

August 27, '66

A biweekly magazine of postal DIPLOMACY, edited & published by Jack L. Chalker, 5111 Liberty Heights, Baltimore, Md. 21207. Available for trade or at the 10/\$1.00 rate. No back issues before #11 are now available. A few scattered others may be O.P. Affiliated with the N3F Games Bureau. Game Fee: \$4.00 for 1st game, \$2.00 for a second.

Firsteff, no, I haven't seen our alter ego magazine, ORTHANC, either. Bounds worked 18 hour days for 2 weeks, then last Tuesday left for the Deepseuthcen. I suspect he didn't have time to finish, and, with a week's cushion, took the stencils along to run down at Lon Atkins'. He will not be back home until after Tricen next weekend.

TRICON, 24th World SF Convention in Cleveland, Ohio, is next Labor Day weekend. Owings, Bounds, & I will be there to bid for BALTIMORE IN 1967, throw a big party, and suchlike. Bounds (from Huntsville) & Owings will be there Thursday night; I have a staff meeting on Friday & will fly in on the 9:31 from Baltimore Friday evening. Hope to see you all there.

I devised a new DIPLOMACY variant a few weeks back; John McCallum devised the same variant, independently, at about the same time. Ho, however, published it first. Mine is slightly different, but they are virtually identical. I aim to jump the gun, though -- I hereby announce the formation of GB-1966-XI, KRIEGSPIEL DIPLOMACY. Kriegspiel is a chess game, popular in Germany for years, in which two players play seated back to back. A referee tells one when the other has moved. The move, if possible, succeeds; if not, the player must make another move. Object: deduce the position of your opponents pieces & checkmate. DIPLOMACY is a bastard grandchild of Kriegspiel. Now it returns.

All rules used in GB-1965 B and C and GB-1966-E apply. The game is played the same as regular 7-man. Fee is \$4 for 1st game, \$2.00 if you're already playing in A,B,C,D,E,XF, or H. \$1.00 extra for air mail.

Now, the game starts in spring, 1801. Communication & reconnaissance are extremely difficult. Where are the armies & fleets of the enemy? You might never know until they clash and the newsmen get the information & send it by carrier pigeon to their home offices. Or until the armies camp in major cities for extended periods.

We have in XI what I call "the XI effect." No publication of the moves. You send in your moves. Your moves return with notation as to succeeded or failed. But you don't know how the other 6 nations moved, & they don't know how each other, or you, have moved. However, there are 2 circumstances under which moves are published: (1) A CONFLICT. All pieces involved in a conflict will be published, including supporting units, for the move in which the conflict appears only; (2) SUPPLY CENTER BASED UNITS WHO REMAIN FOR THE WINTER. This will include builds. They will disappear with the spring move. Units not in conflict which are also not in centers over the winter season will not be listed. Moves from centers in the spring to other provinces in the fall will not be listed. This allows for flanking attacks, and places a major emphasis on diplomacy. It also means that you'll have to consider where you move in the fall (do you want the piece known or not?) and whether you throw all units in for support or leave one in reserve, hidden. It also allows for "paper armies" -- a strong element of bluff by mail for doable. One player is already signed, Jim Latimer. First 6 others get it. I will give a preference of countries consideration. SEND NO MONEY UNTIL ITS REQUESTED. Preference to 1st-timers, too.

What happens to your subscription if you join a BARAD-DUR game? Simple. We suspend the sub as long as your game goes on, and you get B-D on your game fee. Then, after the game ends, your old sub continues.

The IDF proponents have been yelling at Don Miller's and my own criticism of the game federation. The most frequent claim is that "You didn't help when you were asked, but now you gripe!" Well, I don't know about Don, but I was never asked to help in forming the IDF. I was handed only a completed constitution, which I considered lousy & ambiguous as hell, and asked to vote my approval. The IDF could be a good idea, but it's been gone about all wrong. San Diego & Southern California in general is simply not representative of the Diplomacy network, folks. To have a Federation you must first consult all sides & take a vote on federating; you can't dictate it.

With the successful conclusion of the air strike, copies sent AM prior to the strike are now being sent by air again.

So -- join XI and, comon, folks, finish up B & C so we can get more straight games going. G is still waiting. Ideally, B-D should carry 2 "regular" games and 2 variants. It's now going to carry 5, but that's max. G will start at the end of the first regular game conclusion; I'll eventually whittle the games down to the 2-2 ration, though.

ALL PLAYERS!!!! "WHY DON'T YOU ALLOW MOVE ORDER CHANGES?" **IMPORTANT!**

My most frequently asked question. The real reason is timing. I must be able to begin the issue on Friday night, not Saturday, to insure the issue getting out on schedule. BARAD-DUR has never missed a deadline in 28 issues, more than a year of continuous biweekly publication. However, if I have to wait until the deadline before I can compile moves, even if said moves are in early (as I'd have to if changes were allowed) you might have discovered B-D arriving Friday or Saturday of the next week.

The situation is still acute. I MUST have completed moves in much earlier now that I am back to work, and, particularly, now that I'm back teaching a new subject, new grade, new school. This will take a good part of my weekends. Hence, I must have an extra day in order to insure your moves getting compiled & printed in time.

EFFECTIVE IMMEDIATELY, out of regrettable necessity, DEADLINES WILL BE 8 P.M. FRIDAYS, not Saturdays as previously used.

With this I hope to be able to get the issues in the mail by the 6:30 Saturday pickup, instead of the Sunday pickup, as now used, & so not penalize you 1 day. Since I still will have little time, no order changes will be permitted, as happened before, since the problem has not changed.

ALL SPRING MOVES ARE DUE FRIDAY, SEPTEMBER 9, 1966, BY 8 PM EDT. Future deadlines: Sept. 23; Oct. 7, 21; Nov. 4, 18; Dec. 2, 16, 30, 1966, at 8 PM at the latest, Eastern Time.

XF maps: 10 for a quarter. We don't sell regular maps.

TRICON -- SHERATON CLEVELAND HOTEL, CLEVELAND, OHIO. Chalkor, Bounds, Owings, Jacks, Gemignani, Schultz, Huff, Brooks, Mebane, Don Miller (!), Boardman, Koning, and many others in the Diplomacy field will be there. THE FUN STARTS THURSDAY NIGHT, SEPTEMBER 1 (That is this Thursday). From Friday through Monday night it goes on. See YOU there, I hope, and vote BALTIMORE for the 1967 convention!!!!!!

GB-1965-B
WINTER, 1909

B

CAPITAL BUILDS ARE
CAPITAL GAINS

ENGLAND....CONSTANT AT 1 UNIT.

(Bounds) Center: Denmark Unit: Fleet Denmark

GERMANY....CONSTANT AT 1 UNIT.

(Reinsel) Center: Holland Unit: Fleet Holland

TURKEY.....REMOVE ARMY UKRAINA. NEW TOTAL: 10 UNITS/CENTERS.

(Miller) Centers: StPete; Moscow; Sevastopol; Constantinople;
Ankara, Smyrna, Bulgaria, Sweden, Norway, Edinb.
Units: Armios Moscow, Sevastopol, Smyrna, Sweden,
Clyde, Edinburgh, Yorks; Fs Const, Aegean, Norgn.

ITALY.....RETREATS F YORKS. TO LONDON. CONSTANT AT 12 UNITS.

(Mebane) Centers: Liverpool, London, Belgium, Marseilles, Paris, Brest, Spain, Portugal, Tunis, Rome, Naples, Venice (12).

Units: As Wales, Belgium, Burgundy, Marseilles, Syria (Syria?), Apulia (Apulia?); Fs London, Liverpool, English Channel, Ionian, E. Med, W. Med.

AUSTRIA....BUILDS FLEET TRIESTE; BUILDS ARMY BUDAPEST. NT: 10.

(Clark) Centers: Kiel, Berlin, Munich, Warsaw, Budapest, Vienna, Trieste, Serbia, Rumania, Greece (10).
Units: As Budapest, Kiel, Munich, Warsaw, Bohemia, Vienna, Albania, Rumania; Fs Trieste, Greece.

PROPAGANDA:

Roma Austriae: To ipsym pedica.
(Rome to Austria: CENSORED).

SPRING, 1910 MOVE ORDERS ARE DUE ON FRIDAY, SEPTEMBER 9, 1966, BEFORE 8 P.M. EASTERN DAYLIGHT TIME. Note the change, explained elsewhere in this issue. Corrections from the fouled fall are incorporated.

GB-1965-C:
WINTER, 1908

C

small builds for small operators.

ENGLAND....BUILDS FLEET EDINBURGH CONSTANT AT 8 UNITS

(Gilliland) Centers: London, Edinburgh, Liverpool, Belgium, Holland, Kiel, Paris, Brest (8).

Units: As Gascony, Rhur, Kiel; Fs MidAtl, Holland, North Sea, Edinburgh, Helgoland Bight. (8)

TURKEY.....BUILD ARMY CONSTANTINOPLE. NEW TOTAL: 11 UNITS.

(Mebane) Centers: Spain, Rome, Greece, Naples, Constantinople, Ankara, Smyrna, Bulgaria, Serbia, Tunis, Trieste.
Units: As Const., Spain, Piedmont, Rome, Greece, Smyrna; Fs Lyon, W. Med, Ionian, Tyrrhenia, Aegean.

FRANCE.....REMOVE ARMY BURGUNDY. NEW TOTAL: 2 UNITS.

Centers: Marseilles, Portugal. Units: A Mars; F Port.

MORE C GAME BUILDS ON PAGE 4.

C RUSSIA.....BUILD FLEET ST. PETE, NBRTN CBAST. NEW TOTAL: 13.
(Brooks) Centers: Sevast., Warsaw, St. Pete, Moscow, Rumania,
Budapest, Vienna, Venice, Norway, Sweden, Den-
mark, Munich, Berlin (13).
Units: As Sweden, Berlin, Munich, Bohemia, Tyrolia,
Livonia, Sillesia; fs Norwegian Sea, Norway, Den-
mark, Baltic Sea, Adriatic Sea, St. Pete (NC).

CHALKER TO RUSSIA: I didn't print your canal prop. because I
did not see it. Now I can't find your last move. I suggest not mix-
ing propaganda, moves, & letters. Make moves on 1 sheet, with propa-
ganda below the moves for each game. Then on separate sheet write let-
ter. Your propaganda will get in.

SPRING, 1969 MOVE ORDERS ARE DUE IN ON FRIDAY, SEPTEMBER 9, 1966,
BY 8 P.M. EDT. SEE NOTE ON PAGE TWO FOR DETAILS.

GB-1966-E
WINTER, 1905

E

IF THE BUILD'S CAPITALIZED
it's probably Turkey

RUSSIA.....REMOVE ARMY PRESSIA. NEW TOTAL: 1 UNIT/CENTER.
(Dygart) Center: Moscow. Unit: Army Moscow.

AUSTRIA....REMOVE ARMY BERLIN. NEW TOTAL: 7 UNITS/CENTERS.
(Miller) Centers: Munich, Venice, Budapest, Berlin, Warsaw,
Vienna, Trieste (7).
Units: As Piedmont, Munich, Tyrolia, Galicia, Warsaw,
Berlin; Fleet Western Mediterranean. (7)

TURKEY.....BUILDS ARMY CONSTANTINOPLE, ARMY SMYRNA, ARMY ANKARA.
(Von Metzke) NEW TOTAL: 11 UNITS/CENTERS.
Centers: Arkara, Constant., Smyrna, Rumania, Serbia,
Sevastopol, Bulgaria, Greece, Rome, Naples, Tunis.
Units: As Const., Smyrna, Ankara, Serbia, Sovast.,
Ukraine; fs Greece, Ionian, Tunis, Rome, Black.

ENGLAND....BUILDS FLEET LIVERPOOL. NEW TOTAL: 9 UNITS/CENTERS.
(Huff) Centers: Liverpool, London, Edinburgh, St. Pete, Hol-
land, Kiel, Norway, Sweden, Denmark (9).
Units: As St. Pete, Livonia, London; fs Liverpool,
Clyde, Kiel, Holland, English Channel, Wales (9).

FRANCE.....REMOVE ARMY BELGIUM. NEW TOTAL: 6 UNITS/CENTERS.
(Swings) Centers: Belgium, Paris, Brest, Marseilles, Spain,
Portugal (6).
Units: As Rhur, Picardy, Burgundy; fs Brest, MidAtl,
Marseilles (6).

SPRING, 1966 MOVE ORDERS ARE DUE ON FRIDAY, SEPTEMBER 9, 1966,
AT 8 P.M. EASTERN DAYLIGHT TIME. See Pg 2.

PROPAGANDA: London, Oct. 25, 1905: Sir Alfred Huffley appeared at a
joyous Christmas celebration today dressed as Father Christmas.
Asked why he was so dressed, he replied "I am in complete agree-
ment with the spirit of giving. France gave London 2 happy Chris-
tmases, & I expect to return the favor." Asked about the Turkish
problem, he replied, "What Turkish problem?"

GB-1966-XF
WINTER, 1901

X F

instructions in CAPITALS O.K.
instructions in lower case aren't

ENGLAND.....BUILD FLEET LIVERPOOL. NEW TOTAL: 4 CENTERS.
(Mebano) Centers: Edinburgh, London, Liverpool, Ireland.
Units: Fleets Liverpool, Eng.Chan., Ireland; A Edinb.

BARBARY CST.BUILDS FLEET TRIPOLI. NEW TOTAL: 4 CENTERS.
(Reinsol) Centers: Tripoli, Tunis, Morocco, Sardinia. (4)
Units: Fs Tripoli, Morocco, W.Med; Army Sardinia.(4)

GERMANY.....BUILDS ARMY OERLIN. NEW TOTAL: 4 CENTERS.
(Schultz) Centers: Oerlin, Munich, Kiel, Oelgium (4).
Units: As Oerlin, Munich, Rhur; Fleet Oelgium.

FRANCE.....BUILDS ARMY MARSEILLES. NEW TOTAL: 4 UNITS/CENTERS
(Jacks) Centers: Paris, Orcst, Marseilles; Spain (4).
Units: Fleets Spain, Mid-Atl; Armies Burg., Mars.(4)

ITALY.....BUILDS FLEET NAPLES. NEW TOTAL: 4 UNITS/CENTERS.
(Gemignani) Centers: Venice, Rome, Naples, Corsica (4).
Units: Armies Apulia, Tuscany; Fleets Corsica, Naples.

AUSTRIA.....BUILDS FLEET TRIESTE; BUILDS ARMY VIENNA. NT: 6.
(Thomson) Centers: Montenegro, Sorbia, Vienna, Trieste, Oudapest.
Units: As Vienna, Budapest, Serbia; Fs Trieste, Mont.

TURKEY.....BUILD A CONST., ANKARA; BUILD Fs SMYRNA. NT: 6 UNITS.
(Huff) Centers: Ankara, Const., Smyrna, Persia, Bulgaria,
Crete. (6)
Units: As Const, Ankara, Bulgaria, Persia; Fs Crete,
Smyrna. (6)

RUSSIA.....BUILD ARMY WARSAW, ARMY RIGA. NEW TOTAL: 6 UNITS.
(Brooks) Centers: Riga, St. Pete, Warsaw, Moscow, Sevast.,
Rumania.
Units: As Rumania, Galicia, Ukraina, Riga, Warsaw;
Fleet St. Pete (S.C.).

SCANDINAVIA.BUILD ARMY OSLO NEW TOTAL: 4 UNITS.
(Levinson) Centers: Christiama, Stockholm, Oslo, Finland, (4).
Units: As Finland, Oslo; Fs Iceland, Baltic Sea.(4).

DEADLINE FOR SPRING, 1902 MOVE ORDERS IS FRIDAY, SEPTEMBER 9,
1966, AT 8 P.M. EASTERN DAYLIGHT TIME. NOTE THE CHANGE. SEE Pg. 2.
Germany really does have a fleet, folks. Sorry last time.No harm.

PROPAGANDA

CORRECTIONS TO PREVIOUS BULLETIN (Kalmar Avisen)- The Parliament building is correctly spelled Thinghus and Herr Gusterson is the former Prime Minister. The present Prime Minister is Eric Schmedes of the neutralist Viking Party.

Rome: Italy expects to attend the Paris Conference [ie, Tricon] and make several important announcements then.

Moscow: Russia welcomes her staunch allies -- Turkey, The Kalmar Union, France, and England -- into the battle against the Central Powers whose treacherous attack on France has outraged all of Europe.

Ankara, Dec. 5, 1321 (Moslem Era): The Sultan, Hufasha Allad, reviewed the two new Turkish armies and new fleet, including a 12000 ton battleship much like the English King George IV class. Afterward he was heard to privately comment, "Is it really me? Is it really true?"

Italy to Turkey: Naughty boy; musn't dig up the lawn.

London: Under questioning in the House today, the Prime Minister revealed that unsettled conditions on the Continent required strengthening the Royal Navy. He announced that three dreadnaughts were ready for launching at Liverpool. He further stated that His Majesty's Government was unconcerned by the processional cruise of the Kalmar fleet to Iceland.

ALT-LUTHEMBERG, Mecklenburg (AP): From 1648 until 1814 the Rucknitz River formed the boundary between Hither Pomerania and the Grand Duchy of Mecklenburg, dividing line between the Triple Crowns & Black Bull. Today it flows heavily out to the sea, dividing the bulk of the Swedish-Russian expeditionary force from the open lands of northern Germany. Generals Doremyn and Kordlier stare across the doliberately flooded swamps at Generals Schauffenberg & Weck, awaiting the clash. But here the confrontation is direct. In the miniscule pocket of Marlow the Russians labor to build their single bridgehead across the water barriers for a drive to link with the beleaguered bridgehead of the Danes at Kiel. German artillery is barely holding against Swedish-Russian determination on the pontoons. And winter is coming, the ice forming on the still swamps even now. Evacuation of Rostock, Breslau, Koningsberg, Thorn, & Posen is being undertaken as they cry goes up, "THE RUSSIANS ARE COMING! THE RUSSIANS ARE COMING!"

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1st
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